I claim:

1. In a video game system comprising a video game apparatus having a data storage disk reader and a first processor with a cooperating polygon-rendering coprocessor and first data memory for storing first picture data representing a player-controlled character having plural body parts with textures mapped by said coprocessor, and

a separately housed independently operable portable game system having a second processor and a discrete display device and second data memory for storing second picture data representing said body parts, a method of operating said video game system comprising the steps of:

(a) reading a first game program from a data storage disk in said data storage disk reader;

(b) executing said first game program in said first processor cooperating with said coprocessor to generate said first picture data of said plural body parts moving in a simulated game world under control of a manually operated controller for display on a first display device;

(c) generating game control data in said first processor to specify a least one variable of at least one of said body parts of said player-controlled character;

(d) transmitting said game control data from said first processor through a data transmission link to said second processor;

(e) executing a second game program in said second processor to generate said second picture data of said plural body parts of said player-controlled character in accordance with said variable specified in said transmitted control data; and

(f)   displaying said second picture data on said discrete display device in said portable game system.

2   The method of claim 1, wherein said body parts are represented in said first and second picture data as bendable about at least one joint under control of a manipulatable control device.

3   The method of claim 1, wherein movements of said player-controlled character in said first picture data are controlled by manipulation of a control device connected to said video game apparatus.

4   The method of claim 1, wherein movements of said player-controlled character in said second picture data are controlled by manipulation of a control device connected to said video game apparatus.

5   The method of claim 1, wherein movements of said player-controlled character in said first picture data are controlled by manipulation of a control device in said portable game system.

6   The method of claim 1, wherein said data storage disk is an optically coded disk.

7   The method of claim 1, further comprising the step of
       authenticating said data storage disk in a secure authentication
       processor to determine whether said data storage disk and
       said first game program are authentic.

8   The method of claim 1, wherein said authentication processor
       decrypts encrypted data from said data storage disk to
       produce decrypted data and determines if the decrypted data
       has a predetermined relationship to authenticating data.

9   The method of claim 1, wherein said variable represents at
       least one from the following group: a location of said
       character, a direction of movement of said character,
       orientation of said character, a size factor, an object
       identifier, an operation code, spatial coordinates, data to
       appear on a map, word menu, picture menu, terrain identifier,
       texture identifier, polygon identifier, and other variables.

10   The method of claim 1, wherein said simulated game world is
       represented as a 3-dimensional space and said second picture
       data represents said player-controlled character moving in 3
       dimensions under manual control.

11   The method of claim 1, wherein said second processor
       comprises means for rendering polygons representing said
       plural body parts of said player-controlled character.

12   The method of claim 1, wherein said discrete display device
      is a liquid crystal display (LCD) device.

13   The method of claim 1, further comprising the step of
      processing data in said first processor representing at
      least one from the following group: words, numbers, symbols,
      faces, maps, static pictures, picture menus, and/or other
      data that is transmitted by said video game system to said
      portable game system for generation of data for display on
      said discrete display device.

14   The method of claim 1, further comprising the step of
      enlarging a portion of said player-controlled character in
      said second picture data so as to display a portion of the
      character in greater detail on said discrete display device.

15   The method of claim 1, further comprising the steps of:
(a)   displaying a manually controllable indicator on a selected
      object displayed on said discrete display device;
(b)   generating further second picture data representing said
      selected object moving in said game world under manual control.

16   The method of claim 1, further comprising the step of
      generating said second picture data of said body parts of
      said player-controlled character in a first portion of a
      simulated game world and later in a second portion of the

same game world in accordance with said variable specified
in said transmitted game data.

17   The method of claim 1, further comprising the step of
generating said second picture data of said body parts
of said player-controlled character in a first simulated game
world and later in a second simulated game world in accordance
with said variable specified in said transmitted game data.

18   The method of claim 1, wherein said transmitting step
transmits said game control data through a data transmission
link that is partly wireless.

19   In a video game system comprising a first game apparatus
     having a data storage disk reader and a first processor
     with a cooperating graphics coprocessor and first data
     memory for storing first picture data representing a first
     player-controlled character having first plural body parts
     rendered by said coprocessor, and a separately housed second
     game apparatus having a discrete display device and a
     second processor and second data memory for storing second
     picture data representing a second player-controlled
     character having second plural body parts, a method of
     operating said video game system comprising the steps of:

(a) reading a first game program from a data storage disk in
     said data storage disk reader;

(b) executing said first game program in said first processor to
     generate said first picture data of said first plural body
     parts moving in a simulated game world under control of a
     manually operated controller for display on a first display
     device;

(c) generating game control data in said first processor to
     specify a least one variable of at least one of said second
     body parts of said second player-controlled character;

(d) transmitting said game control data from said first processor
     through a data transmission link to said second processor;

(e) executing a second game program in said second processor
     to generate said second picture data of said second plural
     body parts of said second player-controlled character in
     accordance with said variable specified in said transmitted
     control data; and

-6-

(f) displaying said second picture data on said discrete display device in said second game apparatus.

20 The method of claim 19, wherein said data storage disk is an optically coded disk.

21 The method of claim 19, further comprising the step of authenticating said data storage disk in a secure authentication processor to determine whether said data storage disk and said first game program are authentic.

22 The method of claim 19, further comprising the step of generating said second picture data of said second body parts of said second player-controlled character in a first simulated game world and later in a second simulated game world in accordance with said variable specified in said transmitted game control data.

23 The method of claim 19, wherein said second processor comprises means for rendering polygons representing said plural body parts of said second player-controlled character.

24 The method of claim 19, wherein said first and second player-controlled characters are substantially the same character.

25   The method of claim 19, wherein said discrete display device
      is a liquid crystal display (LCD) device.

26   The method of claim 19, further comprising the step of
      enlarging a portion of said second player-controlled
      character in said second picture data so as to display at
      least a portion of the second character in greater detail on
      said discrete display device.

27   The method of claim 19, wherein said transmitting step
      transmits said game control data through a data transmission
      link that is partly wireless.

28   A video game system comprising:

(a)   a video game apparatus having first data storage locations for storing first picture data representing plural body parts of a first player-controlled character in a simulated game world;

(b)   a disk reader in said video game apparatus for reading at least a first game program from a manually removable data storage disk;

(c)   a first processor in said video game apparatus for executing said first game program to generate said first picture data for display on a first display device and to generate game control data to specify at least one variable of at least one of said body parts of a second player-controlled character;

(d)   a polygon-rendering coprocessor in said video game apparatus cooperating with said first processor to render polygons of said plural body parts of said first player-controlled character;

(d)   a data transmission link for transmitting said game control data from said video game apparatus to a separately housed independently operable portable game system;

(e)   second data storage locations in said portable game system for storing second picture data representing plural body parts of said second player-controlled character in a simulated game world;

(f)   a discrete display device in said portable game system; and

(g) a second processor in said portable game system for executing a second game program in accordance with said variable specified in said transmitted game control data to generate said second picture data for display on said discrete display device in said portable game system.

29 The game system of claim 28, wherein said data transmission link is partly wireless.

30 The game system of claim 28, wherein said discrete display device is a liquid crystal display (LCD) device.

31 The game system of claim 28, wherein said first and second player-controlled characters are substantially the same character.

32 The game system of claim 28, further comprising:
a secure authentication processor for authenticating said manually removable data storage disk to determine whether said data storage disk and said first game program are authentic.

33 The game system of claim 32, wherein said authentication processor decrypts encrypted data from said manually removable data storage disk to produce decrypted data and determines if said decrypted data has a predetermined relationship to authenticating data.

34   The game system of claim 28, wherein said data transmission link downloads said second game program from said first processor to said second processor.

35   The game system of claim 28, wherein said second processor comprises means for rendering polygons representing said plural body parts of said second player-controlled character.

36 A game system comprising: *n*

(a) a video game apparatus having a data storage disk reader for reading a first game program from a data storage disk;

(b) first data storage locations in said video game apparatus for storing first picture data representing plural body parts of a first player-controlled character moving in a first portion of a simulated game world under control of a first manipulatable control device;

(c) a first processor in said video game apparatus for executing said first game program to generate said first picture data for display on a first display device and to generate game control data to specify a least one variable of a second player-controlled character;

(d) a graphics coprocessor in said video game apparatus cooperating with said first processor for texture mapping of said plural body parts of said first player-controlled character;

(d) a separately housed portable game system having a discrete display device and second data storage locations for storing second picture data representing plural body parts of said second player-controlled character moving in a second portion of said simulated game world;

(e) a second processor in said portable game system for executing a second game program that generates said second picture data in accordance with said game control data transferred from said first processor to said second processor; and

(f)   a second manipulatable control device for selecting between said first and second portions of said simulated game world for display of the selected portion of the simulated game world on said discrete display device in said portable game system.

37   The game system of claim 36, wherein said second manipulatable control device controls enlargement and reduction of said selected portion of said simulated game world for display of greater and lesser detail.

38   The game system of claim 36, wherein said second portion of said simulated game world contains at least part of said first portion of said simulated game world.

39   The game system of claim 36, wherein said second portion of said simulated game world is separate from said first portion of said simulated game world.

40   The game system of claim 36, wherein said second portion of said simulated game world is a fractional part of said first portion of said simulated game world.

41   The game system of claim 36, wherein said first portion of said simulated game world is a fractional part of said second portion of said simulated game world.

42   The game system of claim 36, wherein said first processor

      comprises means for rendering polygons representing said

      plural body parts of said first player-controlled character.

43   The game system of claim 36, wherein said second processor

      comprises means for rendering polygons representing said

      plural body parts of said second player-controlled character.

44   The game system of claim 36, wherein said data transmission

      link is partly wireless.

45   In a game system comprising a first housing containing a data
storage disk reader and a first processor and a first data
memory for storing first picture data representing plural
body parts of a first player-controlled object in a
simulated game world controlled by at least one manually
operated control device, and a separately housed independently
operable portable game system having a discrete display
device and a second processor and a second data memory for
storing second picture data representing plural body parts
of a second player-controlled object in a simulated game
world, a method of operating said game system comprising
the steps of:

(a)   reading a first game program from a data storage disk in
said data storage disk reader;

(b)   executing said first game program in said first processor to
generate said first picture data for display on a first
display device;

(c)   generating game control data in said first processor to
specify at least one variable of at least one body part of
said second player-controlled object;

(d)   transmitting said game control data from said first processor
through a data transmission link to said second processor;

(e)   executing a second game program in said second processor
to generate said second picture data in said second data
memory in accordance with said variable specified in said
transmitted game control data; and

(f)   displaying said second picture data on said discrete display
device attached to said portable game system.

46   The method of claim 45, wherein said first and second
      player-controlled objects are substantially the same object.

47   The method of claim 45, wherein said first and second
      processors generate picture data representing different
      portions of the same simulated game world.

48   The method of claim 45, wherein said data transmission link
      downloads said second game program from said first processor
      to said second processor.

49   The method of claim 45, wherein said discrete display device
      is a liquid crystal display (LCD) device.

50   The method of claim 45, further comprising the steps of:
(a)   displaying a manually controllable indicator on a selected
      object displayed on said discrete display device;
(b)   generating further second picture data representing said
      selected object moving in said game world under manual control.

51   The method of claim 45, further comprising the step of
      enlarging a portion of said second player-controlled object
      in said second picture data so as to display the object in
      greater detail on said discrete display device.

52   The method of claim 45, wherein said transmitting step
      transmits said game control data through a data transmission
      link that is partly wireless.

53   The method of claim 45, wherein said first processor
      comprises means for rendering polygons representing said
      plural body parts of said first player-controlled object.

54   The method of claim 45, wherein said second processor
      comprises means for rendering polygons representing said
      plural body parts of said second player-controlled object.

55 In a game system comprising a separately housed independently operable portable game system having a discrete display device and a first processor and a first data memory for storing first picture data representing plural body parts of a first player-controlled object in a simulated game world controlled by at least one manually operated control device, and a separate second housing containing a data storage disk reader and a second processor and a second data memory for storing second picture data representing plural body parts of a second player-controlled object in a simulated game world, a method of operating said game system comprising the steps of:

(a) executing a first game program in said first processor to generate said first picture data for display on said discrete display device in said portable game system;

(b) generating game control data in said first processor to specify at least one variable of at least one body part of said second player-controlled object;

(c) transmitting said game control data from said first processor through a data transmission link to said second processor;

(d) reading a second game program from a data storage disk in said data storage disk reader;

(e) executing said second game program in said second processor to generate said second picture data in accordance with said variable specified in said transmitted game control data; and

(f) displaying said second picture data on a second display device.

56 The method of claim 55, wherein said first and second player-controlled objects are substantially the same object.

57 The method of claim 55, wherein said first and second processors generate picture data representing different portions of the same simulated game world.

58 The method of claim 55, wherein said data transmission link downloads said second game program from said first processor to said second processor.

59 The method of claim 55, wherein said discrete display device is a liquid crystal display (LCD) device.

60 The method of claim 55, further comprising the steps of:
(a) displaying a manually controllable indicator on a selected object displayed on said discrete display device;
(b) generating further second picture data representing said selected object moving in said game world under manual control.

61 The method of claim 55, further comprising the step of enlarging a portion of said first player-controlled object in said first picture data so as to display the object in greater detail on said discrete display device.

62   The method of claim 55, wherein said transmitting step
      transmits said game control data through a data transmission
      link that is partly wireless.

63   The method of claim 55, wherein said first processor
      comprises means for rendering polygons representing said
      plural body parts of said first player-controlled object.

64   The method of claim 55, wherein said second processor
      comprises means for rendering polygons representing said
      plural body parts of said second player-controlled object.

65   A computer readable digital data storage disk for

controlling the operation of a video game system, the video

game system comprising:

a video game apparatus having a data disk reader and a first

processor with a cooperating polygon-rendering graphics

coprocessor, and a separately housed independently operable

portable game system having a second processor and a discrete

display device, and a data transmission link between said

video game apparatus and said portable game system, said

digital data storage disk comprising:

(a)   a digital storage medium storing executable game program

instructions comprising:

(b)   instructions executed in said first processor for generating

first picture data representing a first player-controlled

character having plural body parts moving in a simulated

game world and rendered by said coprocessor;

(c)   instructions executed in said first processor for generating

game control data to specify a least one variable of at least

one of said body parts of a player-controlled character;

(d)   instructions executed in said first processor for transferring

said game control data through said data transmission link to

said second processor to control execution of a second game

program in said second processor to generate second picture

data representing a second player-controlled character

having plural body parts moving in a simulated game world

displayed on said discrete display device in accordance with

said variable specified in said transmitted game control data.

66   The digital data storage disk of claim 65, wherein said
      digital storage medium is pits pressed into the disk.

67   The digital data storage disk of claim 65, wherein said body
      parts comprise a human hand and wrist.

68   The digital data storage disk of claim 65, wherein said
      first and second player-controlled characters are
      substantially the same object.

69   The digital data storage disk of claim 65, wherein movements
      of said body parts are controlled by at least one
      manipulatable control device.

70   The digital data storage disk of claim 65, wherein said
      generated first and second picture data represent different
      portions of the same simulated game world.

71   The digital data storage disk of claim 65, wherein said
      variable represents at least one from the following group:
      a location of a character, a direction of movement of a
      character, orientation of a character, a size factor, an
      object identifier, an operation code, spatial coordinates,
      data to appear on a map, a word menu, picture menu, terrain
      identifier, texture identifier, polygon identifier, and other
      variables.

72   The digital data storage disk of claim 65, further comprising
      data representing at least one from the following group:
      words, numbers, symbols, faces, maps, static pictures,
      picture menus, and/or other data that is transmitted by
      said video game system to said portable game system for
      generation of data for display on said discrete display
      device.

73   The digital data storage disk of claim 65, further comprising
      instructions in said second game program that are downloaded
      from said video game apparatus through a data transmission
      link to said portable game system and executed in said
      second processor in said portable game system.

74   The digital data storage disk of claim 65, wherein said
      transferring of game control data is through a data
      transmission link that is partly wireless.

75   The digital data storage disk of claim 65, wherein said
      second processor comprises means for rendering polygons
      representing said plural body parts of said second
      player-controlled object.